

FBH007

Battle of Lingévres



THE FACE OF BATTLE Vehicle Reference Sheet

F1

Player Information			
Player		Nationality	<i>British</i>
Force	<i>A Squadron of the 4/7 Dragoon Guards</i>		

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		<i>Sergeant</i>	<i>NCO</i>	<i>Exceptional</i>	<i>10"</i>	<i>3</i>	<i>-20</i>	<i>5</i>	<i>+0</i>	<i>Crew of Sherman VC (F1)</i>

Morale

1	2	3	4	5
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Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew: Sherman VC (F1)												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		<i>Sergeant</i>	<i>Harris</i>	<i>Commander</i>	<i>Seasoned</i>	3	70	80			<i>Sten, Browning HP</i>	
2		<i>Private</i>		<i>Gunner</i>	<i>Seasoned</i>	3	70	80			<i>Sten</i>	
3		<i>Private</i>		<i>Loader</i>	<i>Seasoned</i>	3	70	80			<i>Sten</i>	
4		<i>Private</i>		<i>Driver</i>	<i>Seasoned</i>	3	70	80			<i>Sten</i>	
5		<i>Private</i>		<i>Radioman</i>	<i>Seasoned</i>	3	70	80			<i>Sten</i>	

Weapons														
Name	Type	S	S	F	P	Q	Normal						Notes	
							S	E	L	S	E	L		
<i>Browning HP</i>	<i>PSa</i>	2	--	--	--	+0	3	6	10					
<i>Sten</i>	<i>SMG</i>	1	3	--	--	+0	6	20	30					
<i>0.303</i>	<i>LMG</i>	1	3	--	11	+0	12	75	110					
<i>75mm L/40</i>	<i>MA</i>	1	--	--	--	+0	28	72	>72					

Vehicle Data

Vehicle	<i>Sherman VC</i>	Main Gun	<i>17 pdr (76mm L/55)</i>	Turret Front	<i>50</i>
Type	<i>MT</i>	Type	<i>LV</i>	Turret Side	<i>27</i>
Weight (SV)	<i>33</i>	AP PF	<i>76</i>	Turret Rear	<i>33</i>
Size	<i>large</i>	# of Rounds		Mantelet	<i>45</i>
Maximum Speed	<i>7</i>	AP+ PF		Hull Front	<i>35</i>
Crew	<i>CGLD</i>	# of Rounds		Hull Side	<i>20</i>
CH		HE PF	<i>24</i>	Hull Rear	<i>21</i>
Turret Speed	<i>normal</i>	# of Rounds		Top	<i>10</i>
Turret Modifier	<i>+0</i>	HE+ PF		Bottom	<i>13</i>
Stabilizer	<i>yes</i>	# of Rounds		Skirt	
Close Defense	<i>SM</i>	Co-Ax	<i>LMG</i>	Year	<i>1944</i>
Breakdown	<i>+0</i>	Bow		Last Used	<i>1945</i>
Ground Pressure	<i>normal</i>	A/A	<i>HMG</i>	BPV	

Damage

- Cupola
- Drive Train
- Engine
- MG (AA)
- MG (Coaxial)
- Main Armament
- Radio
- Road Wheels
- Sighting
- Steering
- Suspension
- Throttle
- Tracks
- Traverse
- Vision

Maximum Speed

1	2	3	4	5	6	7
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Main Armament

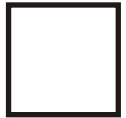
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Structure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Game Notes: loader operates the radio, the AAHMG may only be fired when the crew is exposed, subtract 2 from all fire dice rolls on the Vehicle Damage Table (VDT).

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Battle of Lingévres



THE FACE OF BATTLE

Vehicle Reference Sheet

S1

Player Information			
Player		Nationality	<i>British</i>
Force	<i>A Squadron of the 4/7 Dragoon Guards</i>		

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative
Crew

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		<i>Corporal</i>	<i>NCO</i>	<i>Average</i>	<i>8"</i>	<i>1</i>	<i>+0</i>	<i>2</i>	<i>+0</i>	<i>Crew of Sherman V (S1)</i>

Morale				
1	2	3	4	5

Crew: Sherman V (S1)												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		<i>Corporal</i>		<i>Commander</i>	<i>Reg</i>	2	60	70			<i>Sten, Browning HP</i>	
2		<i>Private</i>		<i>Gunner</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	
3		<i>Private</i>		<i>Loader</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	
4		<i>Private</i>		<i>Driver</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	
5		<i>Private</i>		<i>Radioman</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	

Weapons														
Name	Type	S	S	F	P	Q	Normal						Notes	
							S	E	L	S	E	L		
<i>Browning HP</i>	<i>PSa</i>	2	--	--	--	+0	3	6	10					
<i>Sten</i>	<i>SMG</i>	1	3	--	--	+0	6	20	30					
<i>0.303</i>	<i>LMG</i>	1	3	--	11	+0	12	75	110					
<i>75mm L/40</i>	<i>MA</i>	1	--	--	--	+0	28	72	>72					

Vehicle Data					
Vehicle	<i>Sherman V</i>	Main Gun	<i>75mm L/40</i>	Turret Front	<i>50</i>
Type	<i>MT</i>	Type		Turret Side	<i>27</i>
Weight (SV)	<i>32</i>	AP PF	<i>46</i>	Turret Rear	<i>26</i>
Size	<i>large</i>	# of Rounds		Mantelet	<i>39</i>
Maximum Speed	<i>7</i>	AP+ PF		Hull Front	<i>35</i>
Crew	<i>CGLBD</i>	# of Rounds		Hull Side	<i>20</i>
CH		HE PF	<i>23</i>	Hull Rear	<i>21</i>
Turret Speed	<i>fast</i>	# of Rounds		Top	<i>10</i>
Turret Modifier	<i>+0</i>	HE+ PF		Bottom	<i>13</i>
Stabilizer	<i>yes</i>	# of Rounds		Skirt	
Close Defense	<i>SM</i>	Co-Ax	<i>LMG</i>	Year	<i>1944</i>
Breakdown	<i>+0</i>	Bow	<i>LMG</i>	Last Used	<i>1945</i>
Ground Pressure	<i>normal</i>	A/A	<i>HMG</i>	BPV	

Damage

Cupola	<input type="checkbox"/>
Drive Train	<input type="checkbox"/>
Engine	<input type="checkbox"/>
MG (AA)	<input type="checkbox"/>
MG (Bow)	<input type="checkbox"/>
MG (Coaxial)	<input type="checkbox"/>
Main Armament	<input type="checkbox"/>
Radio	<input type="checkbox"/>
Road Wheels	<input type="checkbox"/>
Sighting	<input type="checkbox"/>
Steering	<input type="checkbox"/>
Suspension	<input type="checkbox"/>
Throttle	<input type="checkbox"/>
Tracks	<input type="checkbox"/>
Traverse	<input type="checkbox"/>
Vision	<input type="checkbox"/>
Structure	<input type="checkbox"/>

Maximum Speed

Main Armament

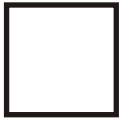
1	2	3	4	5	6	7
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Game Notes: loader operates the radio, the AAHMG may only be fired when the crew is exposed, subtract 2 from all fire dice rolls on the Vehicle Damage Table (VDT).

FBH007

Battle of Lingévres



THE FACE OF BATTLE Vehicle Reference Sheet

S2

Player Information			
Player		Nationality	<i>British</i>
Force	<i>A Squadron of the 4/7 Dragoon Guards</i>		

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		<i>Corporal</i>	<i>NCO</i>	<i>Good</i>	<i>8"</i>	<i>2</i>	<i>-10</i>	<i>3</i>	<i>+0</i>	<i>Crew of Sherman V (S2)</i>

Morale

1	2	3	4	5
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Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew: Sherman V (S2)												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		<i>Corporal</i>		<i>Commander</i>	<i>Reg</i>	2	60	70			<i>Sten, Browning HP</i>	
2		<i>Private</i>		<i>Gunner</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	
3		<i>Private</i>		<i>Loader</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	
4		<i>Private</i>		<i>Driver</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	
5		<i>Private</i>		<i>Radioman</i>	<i>Reg</i>	2	60	70			<i>Sten</i>	

Weapons																
Name	Type	S	S	F	P	Q	Normal			S	E	L	S	E	L	Notes
							S	E	L							
<i>Browning HP</i>	<i>PSa</i>	2	--	--	--	+0	3	6	10							
<i>Sten</i>	<i>SMG</i>	1	3	--	--	+0	6	20	30							
<i>0.303</i>	<i>LMG</i>	1	3	--	11	+0	12	75	110							
<i>75mm L/40</i>	<i>MA</i>	1	--	--	--	+0	28	72	>72							

Vehicle Data

Vehicle	<i>Sherman V</i>	Main Gun	<i>75mm L/40</i>	Turret Front	<i>50</i>
Type	<i>MT</i>	Type		Turret Side	<i>27</i>
Weight (SV)	<i>32</i>	AP PF	<i>46</i>	Turret Rear	<i>26</i>
Size	<i>large</i>	# of Rounds		Mantelet	<i>39</i>
Maximum Speed	<i>7</i>	AP+ PF		Hull Front	<i>35</i>
Crew	<i>CGLBD</i>	# of Rounds		Hull Side	<i>20</i>
CH		HE PF	<i>23</i>	Hull Rear	<i>21</i>
Turret Speed	<i>fast</i>	# of Rounds		Top	<i>10</i>
Turret Modifier	<i>+0</i>	HE+ PF		Bottom	<i>13</i>
Stabilizer	<i>yes</i>	# of Rounds		Skirt	
Close Defense	<i>SM</i>	Co-Ax	<i>LMG</i>	Year	<i>1944</i>
Breakdown	<i>+0</i>	Bow	<i>LMG</i>	Last Used	<i>1945</i>
Ground Pressure	<i>normal</i>	A/A	<i>HMG</i>	BPV	

Damage

Cupola	<input type="checkbox"/>
Drive Train	<input type="checkbox"/>
Engine	<input type="checkbox"/>
MG (AA)	<input type="checkbox"/>
MG (Bow)	<input type="checkbox"/>
MG (Coaxial)	<input type="checkbox"/>
Main Armament	<input type="checkbox"/>
Radio	<input type="checkbox"/>
Road Wheels	<input type="checkbox"/>
Sighting	<input type="checkbox"/>
Steering	<input type="checkbox"/>
Suspension	<input type="checkbox"/>
Throttle	<input type="checkbox"/>
Tracks	<input type="checkbox"/>
Traverse	<input type="checkbox"/>
Vision	<input type="checkbox"/>
Structure	<input type="checkbox"/>

Maximum Speed

1	2	3	4	5	6	7
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Main Armament

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Game Notes: loader operates the radio, the AAHMG may only be fired when the crew is exposed, subtract 2 from all fire dice rolls on the Vehicle Damage Table (VDT).

FBH007

Battle of Lingévres



THE FACE OF BATTLE Vehicle Reference Sheet

Player Information	
Player	Nationality <i>German</i>
Force	<i>2nd Company, 1st Battalion, Panzer-Lehr-Regiment</i>

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		<i>Commander</i>	<i>NCO</i>	<i>Average</i>	<i>8"</i>	<i>1</i>	<i>+0</i>	<i>1</i>	<i>+0</i>	<i>Crew of Panther</i>

Morale

1	2	3	4	5
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Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew: Panther												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		<i>Commander</i>		<i>Commander</i>	<i>Reg</i>	<i>2</i>	<i>60</i>	<i>80</i>			<i>P-08</i>	
2		<i>Shutze</i>		<i>Gunner</i>	<i>Reg</i>	<i>2</i>	<i>60</i>	<i>80</i>			<i>MP-40</i>	
3		<i>Shutze</i>		<i>Loader</i>	<i>Reg</i>	<i>2</i>	<i>60</i>	<i>80</i>			<i>MP-40</i>	
4		<i>Shutze</i>		<i>Driver</i>	<i>Reg</i>	<i>2</i>	<i>60</i>	<i>80</i>			<i>MP-40</i>	
5		<i>Shutze</i>		<i>Radioman</i>	<i>Reg</i>	<i>2</i>	<i>60</i>	<i>80</i>			<i>MP-40</i>	

Weapons																
Name	Type	S	S	F	P	Q	Normal			S	E	L	S	E	L	Notes
							S	E	L							
<i>P-08 Luger</i>	<i>PSa</i>	<i>2</i>	<i>--</i>	<i>--</i>	<i>--</i>	<i>+0</i>	<i>2</i>	<i>6</i>	<i>8</i>							
<i>MP40</i>	<i>SMG</i>	<i>1</i>	<i>3</i>	<i>--</i>	<i>--</i>	<i>+0</i>	<i>6</i>	<i>20</i>	<i>30</i>							
<i>MG34</i>	<i>LMG</i>	<i>1</i>	<i>3</i>	<i>4</i>	<i>13</i>	<i>+0</i>	<i>16</i>	<i>88</i>	<i>120</i>							
<i>7.5cm KwK42 L/70</i>	<i>MA</i>	<i>1</i>	<i>--</i>	<i>--</i>	<i>--</i>	<i>+0</i>	<i>48</i>	<i>120</i>	<i>>120</i>							

Vehicle Data					
Vehicle	<i>Pz Kpw V aus f G</i>	Main Gun	<i>7.5cm KwK42 L/70</i>	Turret Front	<i>61</i>
Type	<i>MT</i>	Type	<i>LV</i>	Turret Side	<i>29</i>
Weight (SV)	<i>46</i>	AP PF	<i>76</i>	Turret Rear	<i>29</i>
Size	<i>large</i>	# of Rounds		Mantlet	<i>66</i>
Maximum Speed	<i>8</i>	AP+ PF		Hull Front	<i>63</i>
Crew	<i>CGLDR</i>	# of Rounds		Hull Side	<i>33</i>
CH		HE PF	<i>24</i>	Hull Rear	<i>27</i>
Turret Speed	<i>normal</i>	# of Rounds		Top	<i>9</i>
Turret Modifier	<i>+0</i>	HE+ PF		Bottom	<i>16</i>
Stabilizer		# of Rounds		Skirt	
Close Defense	<i>N</i>	Co-Ax	<i>LMG</i>	Year	<i>1944</i>
Breakdown	<i>+0</i>	Bow	<i>LMG</i>	Last Used	<i>1945</i>
Ground Pressure	<i>normal</i>	A/A		BPV	<i>361</i>

Damage

Cupola
 Drive Train
 Engine
 MG (Bow)
 MG (Coaxial)
 Main Armament
 Radio
 Road Wheels
 Sighting
 Steering
 Suspension
 Throttle
 Tracks
 Traverse
 Vision
 Structure

Maximum Speed **Main Armament**

1	2	3	4	5	6	7	8	
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Game Notes: the mantlet could cause a round to deflect into the top armour (shot trap) - if a mantlet hit is scored, the round has a 25% chance of deflecting into the top armour, after September 1944 the mantlet was replaced.

FBH007

Battle of Lingévres



THE FACE OF BATTLE Vehicle Reference Sheet

Player Information

Player		Nationality	German
Force	2nd Company, 1st Battalion, Panzer-Lehr-Regiment		

Leaders

Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		Commander	NCO	Average	8"	1	+0	1	+0	Crew of Panther

Morale

1	2	3	4	5
---	---	---	---	---

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew: Panther

#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		Commander		Commander	Reg	2	60	80			P-08	
2		Shutze		Gunner	Reg	2	60	80			MP-40	
3		Shutze		Loader	Reg	2	60	80			MP-40	
4		Shutze		Driver	Reg	2	60	80			MP-40	
5		Shutze		Radioman	Reg	2	60	80			MP-40	

Weapons

Name	Type	S	S	F	P	Q	Normal						Notes
							S	E	L	S	E	L	
P-08 Luger	PSa	2	--	--	--	+0	2	6	8				
MP40	SMG	1	3	--	--	+0	6	20	30				
MG34	LMG	1	3	4	13	+0	16	88	120				
7.5cm KwK42 L/70	MA	1	--	--	--	+0	48	120	>120				

Vehicle Data

Vehicle	Pz Kpw V aus f A	Main Gun	7.5cm KwK42 L/70	Turret Front	62
Type	MT	Type	LV	Turret Side	29
Weight (SV)	45	AP PF	76	Turret Rear	29
Size	large	# of Rounds		Mantelet	66
Maximum Speed	8	AP+ PF		Hull Front	63
Crew	CGLDR	# of Rounds		Hull Side	33
CH		HE PF	24	Hull Rear	27
Turret Speed	normal	# of Rounds		Top	9
Turret Modifier	+0	HE+ PF		Bottom	16
Stabilizer		# of Rounds		Skirt	
Close Defense	N	Co-Ax	LMG	Year	1943
Breakdown	+0	Bow	LMG	Last Used	1945
Ground Pressure	normal	A/A		BPV	358

Damage

- Cupola
- Drive Train
- Engine
- MG (Bow)
- MG (Coaxial)
- Main Armament
- Radio
- Road Wheels
- Sighting
- Steering
- Suspension
- Throttle
- Tracks
- Traverse
- Vision

Structure

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Maximum Speed

1	2	3	4	5	6	7	8
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Main Armament

<input type="checkbox"/>

Game Notes: the mantlet could cause a round to deflect into the top armour (shot trap) - if a mantlet hit is scored, the round has a 25% chance of deflecting into the top armour.

FBH007

Battle of Lingévres



THE FACE OF BATTLE Vehicle Reference Sheet

Player Information			
Player		Nationality	German
Force	2nd Company, 1st Battalion, Panzer-Lehr-Regiment		

Deck		Initiative
Soldier		Crew
Crew		
Mass Move		
CO - LC		
NCO - LC		
Vehicle		
Event		
Special		
Buffer		
Total		

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		Commander	NCO	Average	8"	1	+0	1	+0	Crew of Panther

Morale				
1	2	3	4	5

Crew: Panther												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		Commander		Commander	Reg	2	60	80			P-08	
2		Shutze		Gunner	Reg	2	60	80			MP-40	
3		Shutze		Loader	Reg	2	60	80			MP-40	
4		Shutze		Driver	Reg	2	60	80			MP-40	
5		Shutze		Radioman	Reg	2	60	80			MP-40	

Weapons														
Name	Type	S	S	F	P	Q	Normal						Notes	
							S	E	L	S	E	L		S
P-08 Luger	PSa	2	--	--	--	+0	2	6	8					
MP40	SMG	1	3	--	--	+0	6	20	30					
MG34	LMG	1	3	4	13	+0	16	88	120					
7.5cm KwK42 L70	MA	1	--	--	--	+0	48	120	>120					

Vehicle Data					
Vehicle	Pz Kpw V aus f A	Main Gun	7.5cm KwK42 L70	Turret Front	62
Type	MT	Type	LV	Turret Side	29
Weight (SV)	45	AP PF	76	Turret Rear	29
Size	large	# of Rounds		Mantlet	66
Maximum Speed	8	AP+ PF		Hull Front	63
Crew	CGLDR	# of Rounds		Hull Side	33
CH		HE PF	24	Hull Rear	27
Turret Speed	normal	# of Rounds		Top	9
Turret Modifier	+0	HE+ PF		Bottom	16
Stabilizer		# of Rounds		Skirt	
Close Defense	N	Co-Ax	LMG	Year	1943
Breakdown	+0	Bow	LMG	Last Used	1945
Ground Pressure	normal	A/A		BPV	358

Damage

Cupola

Drive Train

Engine

MG (Bow)

MG (Coaxial)

Main Armament

Radio

Road Wheels

Sighting

Steering

Suspension

Throttle

Tracks

Traverse

Vision

Maximum Speed	Main Armament
1 2 3 4 5 6 7 8	

Structure

Game Notes: the mantlet could cause a round to deflect into the top armour (shot trap) - if a mantlet hit is scored, the round has a 25% chance of deflecting into the top armour.

FBH007

Battle of Lingévres

**P4**

THE FACE OF BATTLE

Vehicle Reference Sheet

Player Information			
Player		Nationality	<i>German</i>
Force	<i>2nd Company, 1st Battalion, Panzer-Lehr-Regiment</i>		

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		<i>Commander</i>	<i>NCO</i>	<i>Average</i>	<i>8"</i>	<i>1</i>	<i>+0</i>	<i>1</i>	<i>+0</i>	<i>Crew of Panther</i>

Morale

1	2	3	4	5
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Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew: Panther												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		<i>Commander</i>		<i>Commander</i>	<i>Reg</i>	2	60	80			<i>P-08</i>	
2		<i>Shutze</i>		<i>Gunner</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
3		<i>Shutze</i>		<i>Loader</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
4		<i>Shutze</i>		<i>Driver</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
5		<i>Shutze</i>		<i>Radioman</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	

Weapons																
Name	Type	S	S	F	P	Q	Normal			S	E	L	S	E	L	Notes
							S	E	L							
<i>P-08 Luger</i>	<i>PSa</i>	2	--	--	--	+0	2	6	8							
<i>MP40</i>	<i>SMG</i>	1	3	--	--	+0	6	20	30							
<i>MG34</i>	<i>LMG</i>	1	3	4	13	+0	16	88	120							
<i>7.5cm KwK42 L/70</i>	<i>MA</i>	1	--	--	--	+0	48	120	>120							

Vehicle Data

Vehicle	<i>Pz Kpw V aus f D</i>	Main Gun	<i>7.5cm KwK42 L/70</i>	Turret Front	<i>61</i>
Type	<i>MT</i>	Type	<i>LV</i>	Turret Side	<i>29</i>
Weight (SV)	<i>43</i>	AP PF	<i>76</i>	Turret Rear	<i>29</i>
Size	<i>large</i>	# of Rounds		Mantlet	<i>66</i>
Maximum Speed	<i>8</i>	AP+ PF		Hull Front	<i>63</i>
Crew	<i>CGLDR</i>	# of Rounds		Hull Side	<i>33</i>
CH		HE PF	<i>24</i>	Hull Rear	<i>27</i>
Turret Speed	<i>normal</i>	# of Rounds		Top	<i>9</i>
Turret Modifier	<i>+0</i>	HE+ PF		Bottom	<i>16</i>
Stabilizer		# of Rounds		Skirt	
Close Defense	<i>SD</i>	Co-Ax	<i>LMG</i>	Year	<i>1943</i>
Breakdown	<i>+1</i>	Bow	<i>LMG</i>	Last Used	<i>1945</i>
Ground Pressure	<i>normal</i>	A/A		BPV	<i>357</i>

Damage

Cupola

Drive Train

Engine

MG (Bow)

MG (Coaxial)

Main Armament

Radio

Road Wheels

Sighting

Steering

Suspension

Throttle

Tracks

Traverse

Vision

Structure

Maximum Speed

1	2	3	4	5	6	7	8
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Main Armament

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Game Notes: the mantlet could cause a round to deflect into the top armour (shot trap) - if a mantlet hit is scored, the round has a 25% chance of deflecting into the top armour.

FBH007

Battle of Lingévres



THE FACE OF BATTLE

Vehicle Reference Sheet

Player Information			
Player		Nationality	<i>German</i>
Force	<i>2nd Company, 1st Battalion, Panzer-Lehr-Regiment</i>		

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		<i>Commander</i>	<i>NCO</i>	<i>Average</i>	<i>8"</i>	<i>1</i>	<i>+0</i>	<i>1</i>	<i>+0</i>	<i>Crew of Panther</i>

Morale

1	2	3	4	5
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Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew: Panther												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		<i>Commander</i>		<i>Commander</i>	<i>Reg</i>	2	60	80			<i>P-08</i>	
2		<i>Shutze</i>		<i>Gunner</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
3		<i>Shutze</i>		<i>Loader</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
4		<i>Shutze</i>		<i>Driver</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
5		<i>Shutze</i>		<i>Radioman</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	

Weapons															
Name	Type	S	S	F	P	Q	Normal						Notes		
							S	E	L	S	E	L		S	E
<i>P-08 Luger</i>	<i>PSa</i>	2	--	--	--	+0	2	6	8						
<i>MP40</i>	<i>SMG</i>	1	3	--	--	+0	6	20	30						
<i>MG34</i>	<i>LMG</i>	1	3	4	13	+0	16	88	120						
<i>7.5cm KwK42 L/70</i>	<i>MA</i>	1	--	--	--	+0	48	120	>120						

Vehicle Data

Vehicle	<i>Pz Kpw V ausf G</i>	Main Gun	<i>7.5cm KwK42 L/70</i>	Turret Front	61
Type	<i>MT</i>	Type	<i>LV</i>	Turret Side	29
Weight (SV)	46	AP PF	76	Turret Rear	29
Size	<i>large</i>	# of Rounds		Mantlet	66
Maximum Speed	8	AP+ PF		Hull Front	63
Crew	<i>CGLDR</i>	# of Rounds		Hull Side	33
CH		HE PF	24	Hull Rear	27
Turret Speed	<i>normal</i>	# of Rounds		Top	9
Turret Modifier	+0	HE+ PF		Bottom	16
Stabilizer		# of Rounds		Skirt	
Close Defense	<i>N</i>	Co-Ax	<i>LMG</i>	Year	1944
Breakdown	+0	Bow	<i>LMG</i>	Last Used	1945
Ground Pressure	<i>normal</i>	A/A		BPV	361

Maximum Speed

1	2	3	4	5	6	7	8
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Main Armament



Damage

Cupola	<input type="checkbox"/>																																													
Drive Train	<input type="checkbox"/>																																													
Engine	<input type="checkbox"/>																																													
MG (Bow)	<input type="checkbox"/>																																													
MG (Coaxial)	<input type="checkbox"/>																																													
Main Armament	<input type="checkbox"/>																																													
Radio	<input type="checkbox"/>																																													
Road Wheels	<input type="checkbox"/>																																													
Sighting	<input type="checkbox"/>																																													
Steering	<input type="checkbox"/>																																													
Suspension	<input type="checkbox"/>																																													
Throttle	<input type="checkbox"/>																																													
Tracks	<input type="checkbox"/>																																													
Traverse	<input type="checkbox"/>																																													
Vision	<input type="checkbox"/>																																													
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Game Notes: the mantlet could cause a round to deflect into the top armour (shot trap) - if a mantlet hit is scored, the round has a 25% chance of deflecting into the top armour, after September 1944 the mantlet was replaced.

FBH007

Battle of Lingévres



THE FACE OF BATTLE

Vehicle Reference Sheet

Player Information	
Player	Nationality <i>German</i>
Force	<i>2nd Company, 1st Battalion, Panzer-Lehr-Regiment</i>

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority
		<i>Commander</i>	<i>NCO</i>	<i>Average</i>	<i>8"</i>	<i>1</i>	<i>+0</i>	<i>1</i>	<i>+0</i>	<i>Crew of Panther</i>

Morale

1	2	3	4	5
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Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew: Panther													
#	Unit ID	Rank	Name		Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1		<i>Commander</i>			<i>Commander</i>	<i>Reg</i>	2	60	80			<i>P-08</i>	
2		<i>Shutze</i>			<i>Gunner</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
3		<i>Shutze</i>			<i>Loader</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
4		<i>Shutze</i>			<i>Driver</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	
5		<i>Shutze</i>			<i>Radioman</i>	<i>Reg</i>	2	60	80			<i>MP-40</i>	

Weapons														
Name	Type	S	S	F	P	Q	Normal						Notes	
							S	E	L	S	E	L		S
<i>P-08 Luger</i>	<i>PSa</i>	2	--	--	--	+0	2	6	8					
<i>MP40</i>	<i>SMG</i>	1	3	--	--	+0	6	20	30					
<i>MG34</i>	<i>LMG</i>	1	3	4	13	+0	16	88	120					
<i>7.5cm KwK42 L/70</i>	<i>MA</i>	1	--	--	--	+0	48	120	>120					

Vehicle Data

Vehicle	<i>Pz Kpw V aus f A</i>	Main Gun	<i>7.5cm KwK42 L/70</i>	Turret Front	62
Type	<i>MT</i>	Type	<i>LV</i>	Turret Side	29
Weight (SV)	45	AP PF	76	Turret Rear	29
Size	<i>large</i>	# of Rounds		Mantlet	66
Maximum Speed	8	AP+ PF		Hull Front	63
Crew	<i>CGLDR</i>	# of Rounds		Hull Side	33
CH		HE PF	24	Hull Rear	27
Turret Speed	<i>normal</i>	# of Rounds		Top	9
Turret Modifier	+0	HE+ PF		Bottom	16
Stabilizer		# of Rounds		Skirt	
Close Defense	<i>N</i>	Co-Ax	<i>LMG</i>	Year	1943
Breakdown	+0	Bow	<i>LMG</i>	Last Used	1945
Ground Pressure	<i>normal</i>	A/A		BPV	358

Damage

- Cupola
- Drive Train
- Engine
- MG (Bow)
- MG (Coaxial)
- Main Armament
- Radio
- Road Wheels
- Sighting
- Steering
- Suspension
- Throttle
- Tracks
- Traverse
- Vision

Structure

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Maximum Speed

1	2	3	4	5	6	7	8
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Main Armament

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Game Notes: the mantlet could cause a round to deflect into the top armour (shot trap) - if a mantlet hit is scored, the round has a 25% chance of deflecting into the top armour.